CAPCOM

U/SNS-AF2E-USA

Instruction Manual

KIDS TO ADULTS

K-A

AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREATH OF FIRE II™

A SPECIAL MESSAGE FROM CAPCOM

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BREATH OF FIRE II™ features colorful, state-of-the-art high resolution graphics, animation and stereo sound. We at CAPCOM are proud to bring you this thrilling new title to your video game library.

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SAFETY PRECAUTIONS

FOLLOW THESE SUGGESTIONS TO KEEP YOUR BREATH OF FIRE II GAME PAK IN PERFECT OPERATING CONDITION.

1. DO NOT SUBJECT YOUR GAME PAK TO EXTREME TEMPERATURES, EITHER HOT OR COLD. ALWAYS STORE IT AT ROOM TEMPERATURE.

2. DO NOT TOUCH THE TERMINAL CONNECTORS ON YOUR GAME PAK. KEEP IT CLEAN AND DUST-FREE BY ALWAYS STORING IT IN ITS PROTECTIVE BOX.

3. DO NOT TRY TO DISASSEMBLE YOUR GAME PAK. THIS WILL VOID YOUR WARRANTY.

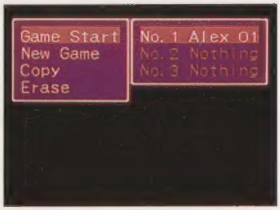
4. DO NOT LET YOUR GAME PAK COME INTO CONTACT WITH THINNERS, SOLVENTS, BENZENE, ALCOHOL OR ANY OTHER STRONG CLEANING AGENTS THAT CAN DAMAGE IT.

GETTING STARTED

1. Insert your BREATH OF FIRE II Game Pak into your Super Nintendo Entertainment System and turn the power ON.

2. Watch the introduction or press the START button to skip to the title screen.

3. When the title screen appears, you will see the following choices: GAME START, NEW GAME, COPY or ERASE. Use the control pad to move the cursor next to an option and press the START button. For more on the above options, see below.

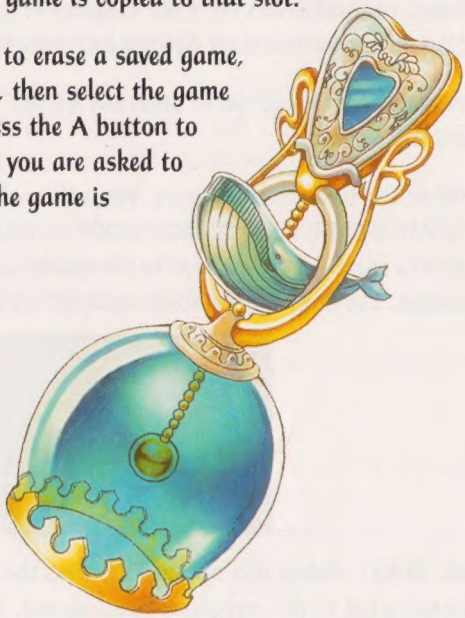


GAME START: Select this option and press the START or A button to display a list of the previously saved games. If no games have been saved, this takes you to the NEW GAME option (see below).

NEW GAME: Select this option to begin a new game. The list of saved games appears; there are up to three game slots available. To select one of these slots use the control pad, then press the A button. Enter your name, using only four characters, by pressing the control pad Up or Down. Your game is now entered, and you can select that game and press START or the A button to begin your game. With a new game, there is an introduction to the story that you must play through; once the introduction is done, the title logo appears and play proceeds normally.

COPY: This lets you copy a saved game from one slot to another. Select the game you want to copy, press the A button, then select the slot where you want the game copied to, and press the A button again. The game is copied to that slot.

ERASE: If you want to erase a saved game, select this command, then select the game you want erased. Press the A button to erase the game, then you are asked to confirm this before the game is erased.



CONTROLS

A BUTTON:	Action controller; see next page
B BUTTON:	Press the B button to back up one step in any Command screen.
X BUTTON:	Press the X button to display your Command screens.
Y BUTTON:	Press the Y button to activate a special power (when available).
L BUTTON:	Shift the current character order back one while in the field.
R BUTTON:	Shift the current character order forward one while in the field.
START BUTTON:	Not used
SELECT BUTTON:	When in the field, this button displays the Map
CONTROL PAD:	Use the control pad to move your characters in the field and move the cursor in the Command screens.

A BUTTON

The A button is the all-purpose action controller. Use it to confirm your choices in the Command Screens and to perform actions in the field. Press the A button to talk to characters in castles and towns (once you move up next to them), and to open treasure chests and doors, and to operate switches.

X BUTTON

The X button is mainly used to access your Command Screens. In the Command Screens, you can view and manage various aspects of your party.

COMMAND SCREENS

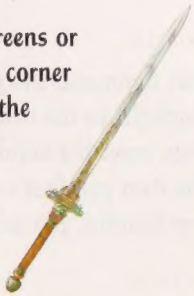
These screens let you control and manage various aspects of your characters. The Command Screens are accessed by pressing the X

button (though it's not available during combat; see Fighting Scenes). The main command screen is shown below.

The upper left shows the town, castle or dungeon that you are in (if you're in one, that is). The little figure in the upper middle is the Monster Meter; when he's sleeping, there are no monsters around, but the more active he gets, the more dangerous things are! To the upper right is the current amount of coins you have, with a slashed Z after the amount.

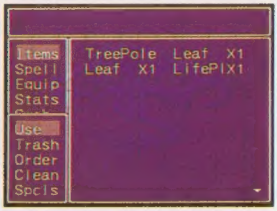
The large area of the Main Command Screen is devoted to your characters, showing their picture, name, Hit Points (HP), Ability Points (AP), Experience points, their current Level, and the amount of Experience points needed to reach the next level. (For more information, see the Stats section).

The list to the left shows the other Command Screens or commands that are available. At the bottom left corner is a diagram showing the current battle order of the party.



ITEMS

Select this command and press the A button to display your inventory of items. There are five commands available here: Use, Trash, Order, Clean, and Spcls. All of these commands are selected by moving the highlight to the command and pressing the A button. As you move the highlight from item to item in your inventory, a brief description of the item appears at the top of the screen. At any time, press the B button to back up to the previous screen.



USE

This command lets you use an item in your inventory. Move the highlight to find the item you want to use. If the item is used on a specific character, you'll be asked to select the character. Items that can't be used are grayed out.

TRASH

This command lets you throw one of your items away to make room for other items. Move the highlight to the item you want to throw away, and press the A button. You'll be asked to confirm your decision to throw away an item.

ORDER

This command lets you move items in your inventory. Move the highlight to the item you want to move and press the A button. Then move the highlight to a new location and press the A button. The item you first selected is swapped with the item (if any) in the new location you selected.

CLEAN

This command organizes the inventory, putting up to nine of one item in one place (for example, nine Roasts would be shown as Roast x 9) and filling in any blank spots automatically. You are asked to confirm this order before it happens.

SPCLS

This command lists any special items that you may have. These special items do not appear in your regular inventory, and may not be used until the right time and place.

SPELL

This command lets you select one of the spells from any character and use it. First, you're asked to select the character whose spells you're planning to use; move the highlight and press the A button when you have the desired character. Next, you are

shown a list of the character's spells; spells that can't be used in the current location are grayed out. Use the control pad to select the desired spell; you'll see the spell's AP cost shown in the box in the middle of the right side of the screen. Press the A button to confirm your selection of a spell. After you select the spell, you may need to select the character to be affected by it.

EQUIP

This command lets you put on and use any equipment you've found or purchased. If you don't use this command, you won't be wearing that lovely shiny armor you found or bought; it'll just be taking up space in your backpack and not doing a thing for your defense. Once you select this command and press the A button, you're asked to select the character to equip. Move the highlight to the desired character and press the A button. A display of some of the character's stats appears, along with the character's weapons, armor, and space for two other items. As you move the highlight from spot to spot, available items for that spot are shown in the window on the right side of the screen. If you press the A button when an available item (or more than one) is shown in the window, then you're shown what will happen to the character's stats if that item is Equipped. Press the A button again to Equip the item shown.

STATS

This command lets you see the overall status of a character. After pressing the A button to select this command, then select the character to examine. The screen displays the following things (each of which is explained here):

LV

Level: This shows how experienced the character is, which reflects how good they are with their abilities.

HP

Hit Points: This is how much damage a character can take before going unconscious. The left number is the current amount; the right number is the maximum possible at the time.

EXP

Experience: This is how many experience points the character has, followed by how much is needed to achieve the next level.

AP

Ability Points: These are used to cast spells. The left number is the

current amount; the right number is the maximum possible at the time.

STR.
Strength: This affects the character's offensive capability.

STMNA
Stamina: A measure of the character's ability to endure.

AGIL.
Agility: The character's ability to move and strike fast.

WISDOM
A measure of the character's intelligence, which affects their ability to perform magic.

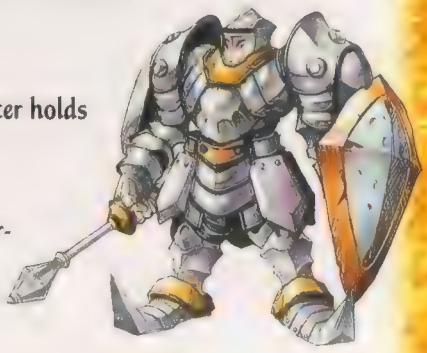
LUCK
Everyone needs luck, especially in a dangerous world such as this one.

OFF.
Offense: Measuring the character's attacking ability.

DEF.
Defense: Measuring the character's defensive abililty.

VIGOR
This shows how well the character holds up in long battles.

COND.
Condition: This shows the general health of the character.



GUTS

This shows how tough the character is; with a high enough Guts rating, a character can actually fight even after being taken to 0 HP.

WEPN

Weapon: Shows the weapon the character is currently using (use the Equip command to change this).

ARMR

Armor: Shows the armor the character is currently wearing (use the Equip command to change this).

SHLD

Shield: Shows the shield the character is currently carrying (use the Equip command to change this).

HELM

Helmet: Shows the helmet the character is currently using (use the Equip command to change this).

ETC.

These two slots show what other items the character is currently using (use the Equip command to change this).

SWCH

This command lets you change the order and formation of the party. When you select Swch and press the A button, you are taken to the Order screen, showing the marching order of the characters at the top of the screen, and the combat formation at the bottom of the screen. There are three commands here: Swch, Order, and End.

Swch

Select this command to change the formation. The characters can be lined up in Normal, Scramble, Defense, or Parallel formation. Each has different effects on combat. Characters in the front of the formation are more likely to be hit.

Order

Select this command to change the marching order of the characters (which also changes their position in the formation you've chosen). Choose Manual or Auto; Manual lets you swap any two characters in the marching order, while Auto places the most vulnerable characters in the most protected positions.

End

Select this command to bring you back to the Main Command Screen.

OPT.

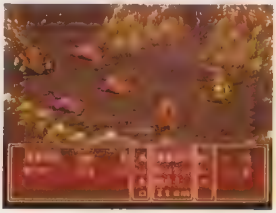
This command displays the Game Options screen. Here you can select the Message Speed (Fast, Normal, or Slow), the Sound (Stereo or Mono), and whether you want the music on or not (Yes or No). Select End to return to the Main Command Screen when you have the desired settings.

END

Select this command and press the A button to return to the game. (You can also do this merely by pressing the B button.)

FIGHTING SCENES

Fighting is common in Breath of Fire II, and there are a number of options for you to use in combat.



COMBAT MESSAGES

During combat, you'll often see messages appear that give you some information about what's happening. "Special" indicates a very good hit. "Lead-off Attack" means that all of your party gets a chance to strike before the normal combat round begins. "Defense" means that an enemy has adopted a defensive posture instead of attacking this turn. Other messages may appear, too.

COMBAT SCREEN

The upper area of the screen shows your characters and your opponents in action, and the effects of all the action (including spells). The bottom area of the screen is your command center for controlling your characters during combat. Each character is listed with their current HP, AP, and their Level. If you press and hold the X button, you'll see status bars showing the current HP level of each character compared to their total HP. The commands you can use are shown in the center area. Select the commands by using the Control Pad to move around, and press the A button to give the

command (press the B button to back out of the command you gave; unless it's the last character, in which case you've got to wait until the next round to give new orders). You'll start with the first character, and then once you've given a command to that character, you're automatically switched to the next character. When all characters have their orders, that round of combat takes place, showing you what happens.

AUTO

This command is useful when you're fighting enemies that you don't think are a big threat. When you select this and press the A button, each character will use their weapon to attack the first enemy. Once that enemy is destroyed, they'll attack the next enemy, until all enemies are destroyed. If you want to break in and give new orders, press the B button; as soon as the current round of combat is finished, you'll leave Auto mode and be able to give new orders.

ATC.

This means the character will attack one of the enemies with their weapon; you get to select which enemy.

SPECIAL

This varies by character; each character has their own special ability in combat. Try them out and see what happens!

SPL.

This lets you select one of the character's spells to cast. When you select this command and press the A button, a list of spells appears. (If you don't have enough AP to cast a spell, its name appears grayed out.) Use the control pad to select the spell you want, and press the A button to activate the spell. If the spell has more than one possible target, you can then select the target by using the Control Pad and the A button.

ITEM

This lets you select one of the party's items to use. When you select this command and press the A button, a list of items appears. (If an item isn't usable in combat, its name appears grayed out.) Use the control pad to select the item you want, and press the A button to activate the item. If the item has more than one possible target, you can then select the target by using the Control Pad and the A button.

RUN

Select this command to tell the entire party to try and run away. This is great for avoiding an unwanted combat, but beware! If it doesn't work, the enemies get a free shot at your party.

SWCH

Press the L Button to make the Swch (Switch) option appear. If you select this option, you can switch your combat formation. You cannot, however, change the marching order while in combat.

DEF.

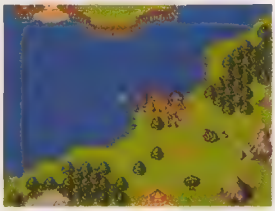
Press the Right Button to make the Def. (Defense) option appear. If you select Defense, the character will go into a defensive posture for this round. They won't attack, but they'll take less damage if attacked.

X BUTTON

Temporarily shows the Hit Point status of each character (see screen shot).

HUNTING & FISHING

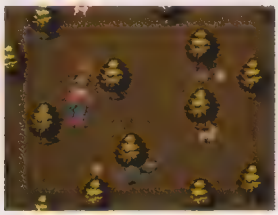
These are both activities that you can indulge in while you're adventuring. If you're successful, you'll get certain foods that can be sold for a profit or in some cases have other uses (such as curing wounds).



HUNTING

Often after you have beaten some enemies in the field, when you return to the field after the combat you'll see a small patch of grass (see screen above). This is a signal that you can go hunting; move up to that spot and press the B button to enter the hunting grounds. Only Bow and Katt can hunt; one or the other of those

characters must be in the lead after you enter the hunting spot. When you see the animals, press the Y button to attack. Katt will use her staff to attack, while Bow will use his crossbow. If you can hit an animal twice, you'll find a prize.



FISHING

Sometimes after you've beaten some enemies in the field, when you return to the field after the combat you may see a fish jumping out of the water (see screen left). This is a signal that you can start fishing, if you have the right equipment; move to the fish and press the B button to enter the fishing spot. Only the Hero can fish, and he has to have a fishing pole and bait. You'll be able to find these items at some of the shops. Your rod and bait have to be Equipped as the Hero's Etc. items.

When you're fishing, the following command menu appears: Casting, Equip rod/bait, and Return to Map.

CASTING

Select Casting to start fishing; if you haven't yet Equipped your rod and bait, you are asked to do that first. Press the A button to cast, and press the A button again quickly for a shorter cast. The bait will sink, so you can reel in the bait by pressing the A button. Press the B button to reel the bait all the way in and be ready to cast again.

EQUIP ROD/BAIT

Select this command and press the A button to bring up the Main Command Screen, where you can use the Equip command to get your rod and bait ready.

RETURN TO MAP

Select this to leave the fishing spot and return to the map.

CHARACTERS

There are a total of eight characters who will join you at some point in your adventure. Each character is important, and each has their own special talents that will come into play to help you in your quest. It pays to know their attributes when you are deciding who to bring in your party. You can only have four characters in your party at a time, but you'll need each of these characters at one point or another. As they continue to adventure and gain experience, these characters will gain new and useful special abilities.

THE HERO

Separated from his parents at birth, the Hero has grown up strong and independent. He is brave and a born leader, and he also has mysterious powers of the dragon that will manifest themselves in the future.

BOW

He's a thief, a rogue, and the Hero's best friend since childhood. He's good with his hands and an expert with a bow. He's a great hunter and a worthy companion in the Hero's quest.

RAND

A giant of a man with immense strength, Rand also commands some magic. He's brave, honest, and a fearsome fighter.

KATT

She's fast and deadly, an arena fighter of amazing skill. She loves to fight, and she's very competitive. She's also very loyal, inquisitive, and fiercely protective of her friends.

NINA

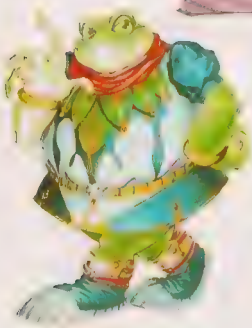
This exiled princess of Windia is a magician of great power. While she's not as tough as some of the party, she wields tremendous magics that can be very effective in a fight.

STEN

A travelling entertainer who was once an elite soldier, he's always joking around. But once you see him in action, you'll take him very seriously. Those long arms of his can come in very handy in special situations.

JEAN

He's very self-absorbed and often unaware of what's going on, but he's very chivalrous and good-hearted. He's also a good warrior and possesses some unusual powers that can be of great value to the party.



SPAR

He's a creature of the forests, and can communicate with plants. His unusual powers are invaluable at the right times. Calm and unemotional, he's also strong and reliable.

GOODS AND SERVICES

In almost every town you'll find several useful establishments that offer goods and services. Make sure you visit these places, as they may offer things you can't get elsewhere. Walk in to these places and talk to the proprietor by standing next to him or her and pressing the A button.

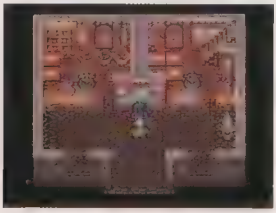
One thing to note when buying and selling: Merchants always buy low and sell high. You'll only get half of what you paid for an item when you sell it.

ITEM SHOP

You'll recognize this shop by the sign of the bottle in front. Here's where you can buy and sell items of various kinds. Once you press the A button, you'll see a list of what's for sale, how many coins

you have, and three commands to choose from: Buy, Sell, and Exit.

These commands work the same in an Armory or an Item shop.



BUY

Select this command and press the A button to see who an item applies to and get a short description. If you press the A button again, the item is added to your inventory (though it's NOT Equipped; you'll have to go to the Main Command Screen to do that) and the cost is taken from your money. Press the B button to get back to the command menu without buying.

SELL

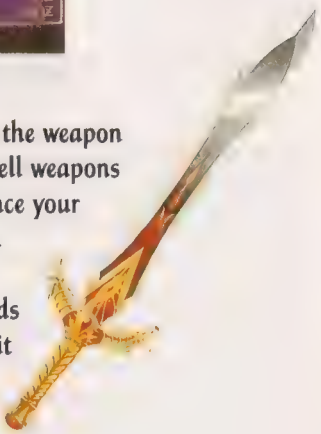
Select this command and press the A button to see your item inventory, how much money you have, and the sale price of the item selected. Use the Control Pad to move to different items. If you press the A button again, the item is sold and the price is added to your money. Press the B button to get back to the command menu without selling. If you have multiple items of a single type, you can select how many you want to sell. Beware! Unless the merchant regularly carries the item in stock, you won't be able to buy it back once you sell it!

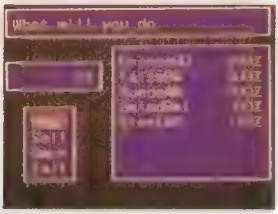
EXIT

Select this command to leave the command screen.

ARMORY

You'll recognize this shop by the sign of the weapon in front. Here's where you can buy and sell weapons and armor, and sell other goods to finance your purchases. Once you press the A button, you'll see a list of what's for sale, how many coins you have, and four commands to choose from: Buy, Sell, Swch, and Exit (Buy, Sell, and Exit are described above).





SWCH

Select this command and press the A button to see who an item applies to and get a short description. Press the A button again to see each character and how buying this weapon or armor would affect their Offense or Defense. If you press the A button again, you

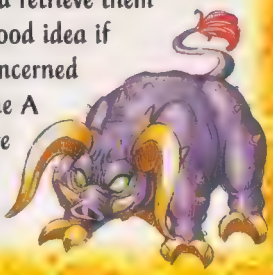
get a chance to confirm the trade (select Yes or No and press the A button). If you choose Yes, the item is automatically traded for the equivalent item you already have (no need to Equip it) and the cost is taken from your money. Press the B button to get back to the command menu without switching.

INN

Here's where you can spend the night and recover any lost HP or AP. Even characters who have lost all their HP can recover by spending the night in an Inn. It does cost you some money, though the price varies from place to place.

BANK

At the Bank, you can store items or coins and retrieve them from any other Bank later. This might be a good idea if you're carrying too many things, or you're concerned that someone might steal your money. Use the A button to follow the command menus to Store or Remove your items from the Bank. At any



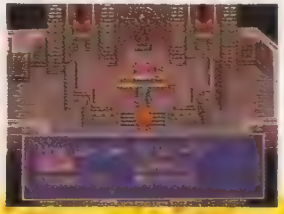
point, you can back out by using the B button.

DRAGON SHRINE

Here's where you can record your party's adventures, so you can pick up again from that point if disaster strikes (or you have to turn off your Super Nintendo). You can also Change the party here, selecting different party members to join your band.

CHURCH OF ST. EVA

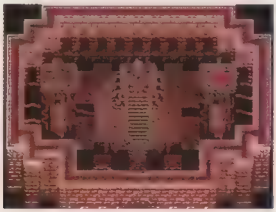
The Church offers several services, including the chance to record your adventures (the same as the Dragon Shrine). You can also get some hints from the priest by using the Consult command. Or, if you feel the need, you can even make a Donation to the Church. Use the A button to confirm commands, use the B button to back out at any time.



TOWNSHIP

Later in the game, your hero gets the opportunity to start building his/her own town. Your hero may gather people from far places who are seeking to build a new life; these people will add on to the hero's town, and call it TownShip. Eventually, TownShip may contain its own shops and services that you can't find anywhere else.

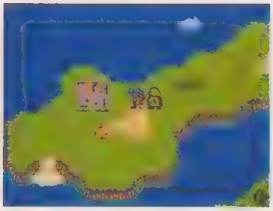
One of the people that may come to your TownShip is a powerful sorceress who can perform amazing soul mixing experiments with shamens and members of your party. The sorceress will build a Unity Room where she can perform these experiments. You can find out for yourself what these combinations of characters can do; there are over a hundred possible combinations, and many amazing abilities can be found in this way. Simply follow the instructions presented on screen; use the Control Pad to highlight the commands, the A button to confirm a command, and the B button to leave a command. One or two shamens can be combined with each character, though some combinations won't work at all. Experiment and discover these abilities for yourself!



THE ADVENTURE BEGINS

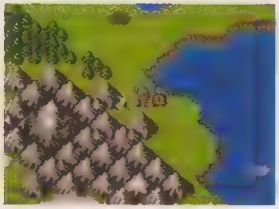
HOMETOWN

Your old friend Bow is your companion as you set forth to find a lost pet. What does the future hold for you and Bow?



MT. FUBI

Hidden in this mountain is great danger and treasure. And beyond the mountain lies your future home... if you can survive to reach it!

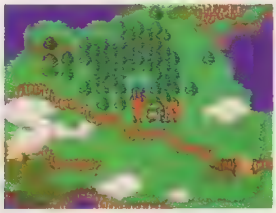


THE JOKER GANG

These hoodlums have been making life miserable for the people of the area. Can you stop their evil?

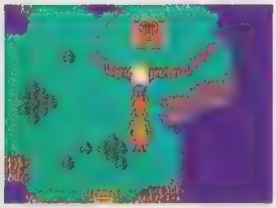
THE TAGWOODS

Deep in the forest, you'll find the woodsman who can show you the way into the Coliseum... if you can defeat him!



THE COLISEUM

You must fight a deadly opponent in the arena; but danger lurks outside, too!



HINTS & TIPS

Each character is valuable in some way, and they get extra powers as they get experience. You only get experience while adventuring, so don't let some of the characters spend all their time sitting in an inn!

Press the Y button to activate the special powers of the lead character in the marching order while you're in the field. Some of these powers are surprising and extremely useful. Experiment!

Talk to everyone; you never know who may have valuable information for you. And when you accomplish something important, you may want to visit places you've been before; things might have changed.

When you don't know what else to do, make sure that you've visited everyplace you can go, talked to everyone you can talk to, and tried each character in any especially sticky spots to see if they have a special ability that can help you out.

QUEST NOTES

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